# Lightening Force
## QUEST FOR THE DARKSTAR
™

INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1.

2. Make sure the power switch is OFF. Then insert the *Lightening Force* cartridge into the console.

3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.

4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.

5. Press the Start button when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.

Genesis Cartridge

Genesis Control Pad 2

Genesis Control Pad 1
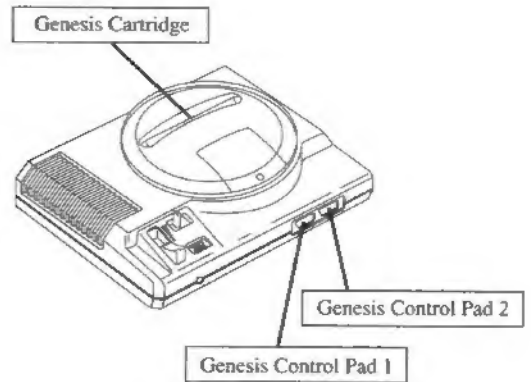
Dark Storm
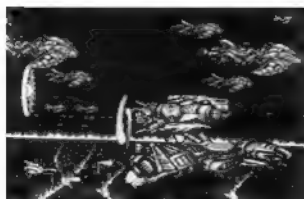
In the Galactic Standard Year of 980, The Lohun Emperor declared war on the Unified Federation of Galaxies, known as the Galaxy Federation. After a long struggle against the Lohun Empire, two extraordinary pilots, in the legendary Stukks Fighter, managed to destroy the Lohun Control Ship and stop the Empire in its tracks.

The Lohun Empire's Main computer system, supposedly destroyed in the battle, was actually only damaged. The still-functioning mainframe data was retrieved by one of the Lohun's allies, the Kha-Oss Legion, and is being rebuilt on the planet Vios.

Should the information in the computer be analyzed, it may show weak points in the Galaxy Federation's defenses. If this happens, the Lohun Empire and the Kha-Oss Legion will certainly move against the Galactic Federation again.

You have been chosen to lead the battle against the forces protecting the Lohun computer's mainframe data, in a desperate attempt to save the Federation from destruction. You mustn't fail!

Take Control
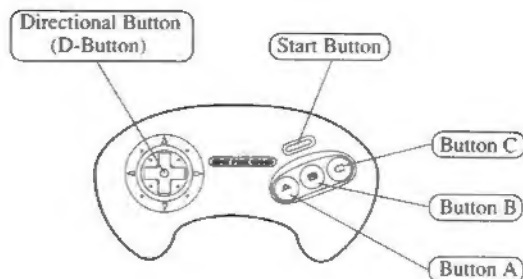
Directional Button (D-Button)
- Highlights choices in Selection screens.
- Moves the Ship in the Game screens.

Start Button
- Pauses the game when playing; resumes play when game is paused.

Button A
- Changes your engine setting.

Note: Pressing and holding the button down allows you to increase your engine's power one percent at a time.

Button B
- Fires weapons. Your ship has rapid fire capability. The weapon will fire as long as you hold the button down.

Button C
- Changes the type of weapon being used.

Special Button Functions

- Press Button A and the Start Button together when you see the SEGA logo to see the Configuration screen.

- Pressing Buttons A, B or C when the game is paused allows you to change the weapon you're using or change your ship's speed.

Getting Started

Once you've inserted the game cartridge and turned the power on, the SEGA logo will appear, followed by the Title screen. Press the Start Button to see the Course Select screen and start the game, or wait to see a Demonstration. To leave the Demonstration, press the Start Button to return to the Title screen.

If you press the Start Button and Button A at the same time, you will see the Configuration screen. Here, you have eight choices:

Control Mode: You can choose to change the configurations of the Button controls. The default settings for the controls are shown above.

Engine Power: Choose the initial engine setting from 25, 50, 75 or 100 percent engine power!
Note: This is only the setting for the start of the game. You can change the engine's power during the game as well.

Mission Level: You can play any of 4 levels of difficulty: Easy, Normal, Hard or Maniac.

Stock Ship: Decide how many ships you will start with. You can start with 0, 2, 3 or 4 extra ships.

Music: Listen to any of the high-energy music in the game!

Sound Effect: Hear the wild sound effects.

Voice: Listen to the voices heard in the game.

Exit: Highlight this and press the Start Button when you finish setting your options and want to return to the Main Selection screen.

The Reign of Kha-Oss!
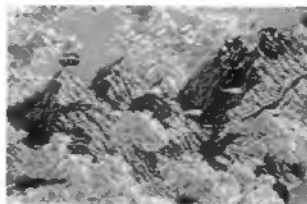
Your mission has two sections: First, you have to lead the attack on the main military planet of the Kha-Oss Legion. Once this planet's offensive weaponry has been destroyed, the Galactic Federation will be able to launch an offensive against the inner planets in the Kha-Oss system, knocking out their command center. Their military will be at a disadvantage if they lose their main computer banks.
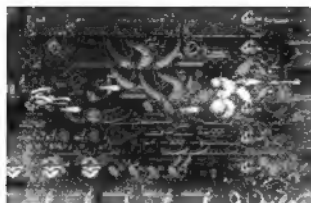
Your next mission will be to travel to Vios and search for the Lohun Empire's main battle computer. Knocking out the military planet will make it easier to penetrate the inside of Vios. If the Federation is able to destroy the Lohun Empire's main computer database, peace in the galaxy can be assured.
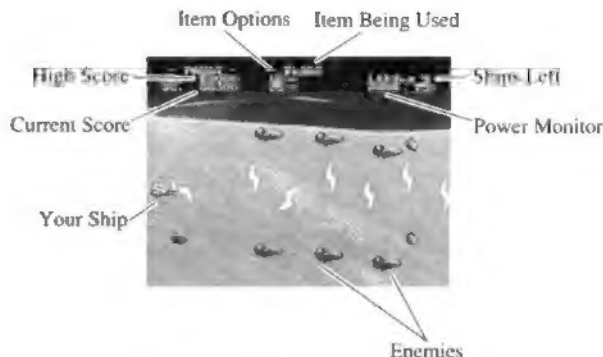
There are four areas in the first part of your mission. Destroy the military equipment that the Kha-Oss Legion is building up, and then take on the main battle cruiser. There will be other Federation spacefighters there to help you.

As the captain, you decide which area to attack first. After you finish setting your options in the Configuration screen, press the Start Button. You will see the Course Select screen next. Pick the order of attack by pressing the D-Button in the direction of the Areas you will attack, in order. To revoke selections, press Button A, B or C, and the selections will disappear, in reverse order. When you're finished, a message will appear, asking if you're sure about the order you've picked. Press the Start Button if you're ready to play, or press any other button to go back and change the order.

Screen Signals

Item Options Item Being Used

High Score

Current Score

Your Ship

Ships Left

Power Monitor

Enemies

Weapon Items

At the start of the game, your ship is equipped with two types of weapons: the Twin Shot and the Back Shot. Both these weapons are useful, but you'll definitely want to find more powerful weapons as you battle your way through the Kha-Oss Legion.

Twin Shot
• This default weapon shoots double bursts of energy.

Back Shot
• This useful weapon allows you to hit enemies behind you with a blast of Photon power.

Blade
• This power-up weapon increases the Twin Shot's energy and turns it into a spinning blade, cutting through enemies in its path.

Railgun

• The photon energy of the Back Shot is increased, creating a laser-like beam of formidable strength.

Snake

• These weapons are explosive charges which detonate on contact with enemies.

Hunter

• Magnetically charged Photon energy bursts are released from your ship, which immediately home in on energy sources such as the enemies' weapons and destroy them.

Free Way

• A spread of missiles is released in five directions.

Claw

• These remote units circle your ship and reflect your weapon's energy out to a wider area. They also serve as a shield for your ship.

Shield

• This item encompasses your ship in a self-generating energy barrier. As the shield is hit by enemy weapons, the shield gets weaker and finally disappears.

Thunder Sword

This fantastic weapon must be seen to be believed. Support ships from the Federation will transport this mega-weapon to the outer rim of the Vios star system, for you to use in the second part of your mission. Any time you're able to get the Claw, your ship will be able to use the incredible power of this weapon. Use it by letting go of the Fire Button for a few moments to let the energy build up in your ship's energy core. Then press the Fire Button to release a colossal burst of energy!

Prepare to Attack!

Strite (Stage 1): The planet Vios is used as training-grounds for the armed forces of the Kha-Oss. This battle starts above the Strite sea, but you'll probably take the fight underwater as well, where one of the larger marine battle units is holding exercises.

Daser (Stage 2): The Central region of the planet is almost completely covered in desert, and this is the location of the sand troops' main base.
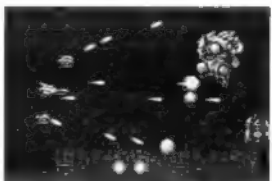
Ruin (Stage 3): This planet was once inhabited by allies of the Galactic Federation, but the Kha-Oss Legion sent its troops in and annihilated everyone. Now, the massive buildings and monuments of a peaceful people are used for target practice.
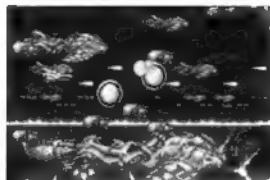
Air-Raid (Stage 4): The skies over the Eastern area of the planet are black with engines of destruction. This massive fleet is on the move towards Federation planets. You must prevent them from succeeding!

Space Cruiser (Stage 5): You've destroyed the military planet's offensive weapons. But between you and the next planet is the Kha-oss' prize space cruiser...
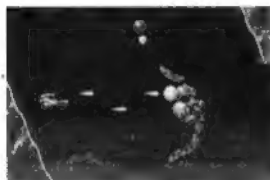
Volbados (Stage 6): The Northern sea of Vios, called Volbados, is filled with ice and alien creatures. Bio-machines float in the cold water, waiting for intruders.

Desvio (Stage 7): The next area you'll enter is the underground cave entrance to the Bio Base. Not only is the maneuvering tricky here, but guardian machines protect the entrance.
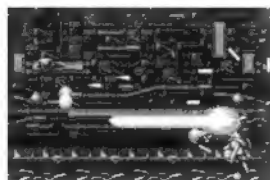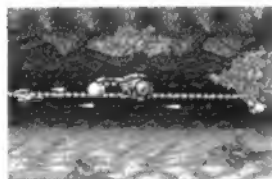
Bio-Base (Stage 8): This labyrinthine structure was made to stop enemies from penetrating to the base's center. A series of chambers in this area hold machines that are designed only to destroy.
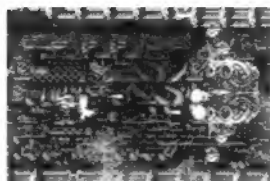
Wall (Stage 9): You've reached the center of the Bio-Base, where the computer is regenerating itself. The defenses here are really tough, but you're piloting the best ship in the Federation fleet.

Versus (Stage 10): The computer has been placed inside a gigantic multi-limbed robot in preparation for its move to a space cruiser. The cruiser will lead the attack on the Galactic Federation. Before you can even get close however, there's a sentry robot made of the strongest metal in the galaxy. And inside the core waits the computer– your final confrontation...

Game Over/Continue

You start the game with 6 Continues, and extra Ships (you pick the number of Ships in the Configuration screen. See Configurations on page 4). When your last ship is destroyed, the game ends. After that, the Continue screen appears. You have until the timer reaches zero to make a choice. Press the Start Button to continue the game. If you choose Yes, the game returns to the beginning of the last stage you were in.

If you choose No, the High Score screen appears. If your score is high enough, you can enter your initials. Press the D-Button to the left or right until you find the right character, then press any button to enter that character. A total of three characters may be entered. After you're finished, the SEGA logo appears, followed by the Title screen.

Data from the Galactic Federation Files

- The Kha-Oss ships are very versatile machines, and will come at you from all sides. Make sure you stay as near the center of the screen as you can, so that you can see where the enemy is coming from.

- The Shield item will last until it is hit too many times. Try to make this excellent defensive weapon last as long as possible, so that you still have it when you need it.

- Items are often hidden where you don't expect them to be. Make sure to fly at high altitudes as well as in the lower regions to make sure you're not missing anything.

- Whenever your ship is destroyed, you lose the weapon you were using at the time (unless it was a default weapon), so try to save the special weapons for special occasions, and use other weapons for the "small fry."

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.

- Do not bend it, crush it or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.